UPBRINGING

character card

hp /

MAX HP: 4, 5, 6 — At **0** *hp*, Perish.

Tears | *Redemption* | *Undoing* /5

Gloom

Name | *Age*

Look

TRAITS. *Add 1 Trait to a roll if fitting*

die *die* *die* *die*

FAITH. *The trust among you*

die *die* *die* *die*

TIE BREAK

1 2 3 4 5

GROW CLOSER

CRIME

character card

PROPHECY

character card

ONCE A SESSION…

UNDOING

character card

ITEMS & CONDITIONS

play cards

PLAYER REFERENCE. *Playing an exile*

ROLL THE DICE ***TEST YOUR LUCK***. Say what you intend to accomplish and…

1. **RESOLVE:** Choose to approach the challenge with Prowess, Knowledge, or Bloodshed. The Moon will tell you the **DC**.
2. **DICE:** Grab **1D4** for pitiful luck, **1** Trait die if it applies to the situation, and **1** Faith die for every exile that Bolsters you.
3. **MODIFIERS:** Add **+2** to your final result for each that is true: You Exhaust an item, you use Inspiration, you activate your Undoing.
4. **ROLL:** Then, add up all the results plus modifiers against the DC.
   ↗DC You succeed. This time.
   —DC You succeed but face **1** Setback.
   ↘DC Shed **1** Tear and choose 1: you don't do it and face **1** Setback or you succeed at the cost of **2** Setbacks.

FAITH

₪ **GROW CLOSER:** When you fill all **5** Faith slots in your character sheet with the other exiles' tokens, choose **1** exile to Grow closer to. Share an intimate scene, earn **1** Redemption, and increase your Faith die.
₪ **BREAK TIES:** If you empty all slots of your Faith track, pick a fellow exile to have a fight with and lower your Faith die. You cannot Bolster nor exchange tokens until you Camp.

₪ **GLOOM MARKS:** Every time you choose to bear a Gloom mark, describe an otherwordly feature that arises in your exile. How do they come to resemble the world around them?

BOLSTER ***HELP AN EXILE.*** To set up a fellow exile for success, describe how you put yourself in danger and bleed **1** *hp*. The exile you target adds your Faith die to their roll. They may choose to award you 1 Faith token in return.

SHIELD ***ESCAPE TROUBLE.*** After a roll, cancel any Setbacks The Moon has dealt you by choosing another exile and removing all of their Faith tokens from your track. How do you betray their trust?

RAGE ***DO IT.*** When you stop holding back the wrath that burns inside you, burn **3** Faith tokens and bleed **1D4** *hp* **+1** for each Gloom mark you bear. Whatever you set out to do, you just do it—brashly and violenty. Which of your allies do you hurt in the process?

PERISH When you bleed down to **0** ***hp*** or otherwise suffer a fatal wound, you must meet death. Choose 1 outcome:

- **YOU LOSE THE GRIT TO GO ON.** Your exile disappears with the morning breeze, goes out in a blaze of glory, or meets a peaceful end—your choice.
- **YOU CARRY ON.** Rip apart whatever stands between you and survival. Then, bear **1** Gloom mark or lose **1** Redemption. Your exile faints shortly after and awakens at the next Camp, *changed*. If you fill all **4** Gloom mark slots in your character sheet, you become a Nightmare: describe how you come to haunt The Below and permanently remove your exile from play.

CAMP ACTIONS. *After a Delve, take 2 Camp Actions each. "Weep" is always free.*

₪ **CATCH YOUR BREATH.** When you join 1-3 fellow exiles to relax or make yourselves useful, collectively set the **DC** based on the mood. Then, every player Rolls the dice individually: **1D4** for pitiful luck, **1** Trait die if applicable, and **1** Faith die for every player present in the scene.
▌**↗DC**, choose 2. **—DC**, choose 1. **↘DC**, choose 1 still, but you act clumsy, awkward, or resentful:

- Earn **1** *Faith token* from a fellow exile. Make up if you've broken ties.
- Replenish **1** *Item card*.
- Shed **1** *Tear* or replenish **1D4** *hp*. What makes you feel hopeful?

₪ **LICK YOUR WOUNDS.** When you seek the appropriate help to replenish all *hp*, repair an Item card, or resolve a Condition, choose 1 outcome:

- The help comes with strings attached. You must fulfill a condition next Delve, *or else*.
- The help demands a sacrifice of something you cherish.
- The help hurts another exile: lower your highest Faith die.

₪ **WEEP.** When you find a quiet place or a trusting shoulder to cry the tears you've been holding on to, let go of them to do any number of the following. How does your pain bear your boon?
-2: Record a new **D4** Trait.
-2: Draw **1** Utility, **1** Weapon, or "Something New" from the Item deck.
-3: Draw **1** Trinket or "Something Strange" .
-4: Swap an old Trait for a new one of equal value or 2 Traits for 1 of greater value.
-4: Add **+1** to your max *hp* (up to 6 max)
-5: Earn **1** Redemption.

₪ **FIND WHAT YOU NEED.** When you prowl about in search of help, an item, or an answer, choose 1 outcome:

- You find exactly what you were looking for, but in the process unearth a new threat or stir an old enemy. Who?
- You find something similar enough. The Moon will tell you how it differs from what you asked for.
- You find something that exceeds expectations but must silence its keeper or put the entire party at risk. How?

HOW DO I…

- **GET INSPIRATION.** Come up with an ingenious plan or approach.
- **REPAIR AN ITEM:** "Catch your breath."
- **CARRY MORE THAN 3 ITEMS:** Block 1 Trait for each additional item you Overload.
- **REPLENISH HP:** "Catch your breath" or "Lick your wounds."
- **GET MORE TRAITS OR HP:** "Weep."
- **GET NEW ITEMS:** "Find what you need" or "Weep" during Camp.
- **SHED MORE TEARS:** Miss a dice roll, call upon your *Prophecy* card, activate you *Undoing* card, resolve a *Condition* card, or "End the session."
- **USE REDEMPTION:** Wait until the end of the campaign to find out.

THE MOON. (1/2) *Running the game*

SAY "OK, YOU DO IT" A player accomplishes what they set out to do—no need to accept a Bargain or Roll the dice.

OFFER A BARGAIN A player must accept a Setback of your choosing in order to succeed. Alternatively, they may choose to Roll the dice.

SAY "ROLL THE DICE" Tell a player the challenge's **DC**, interpret what success looks like based on their Resolve, and deal Setbacks.

AWARD INSPIRATION (+2): When a player conceives of a cunning plan.

ROLL A REACTION: Leave a development in the story or an NPC's actions to chance. Grab a **D4** if the outcome is unlikely, a **D6** if it's uncertain, and a **D8** if it's likely. Then, roll the die. On a **4+**, the outcome comes to fruition.

MAKE A CRESCENT: Draw **3** circles in an index card to represent an overarching goal or an approaching danger. Every time it feels right, fill **1** circle. If you fill all three, what you agreed upon happens.

GROUP ACTIONS. *Choose 1...*

A. Offer a Bargain to the entire group.
B. The exile who has been the most quiet Rolls the dice on behalf of everyone.
C. Make a group roll: Every player contributes **1** Trait die. All players can add **+1** to the roll by Exhausting items as usual. You can award Inspiration to the entire group. No one can Bolster.

RESOLVES

When a player Rolls the dice, interpret what their success looks like based on their chosen Resolve before dealing Setbacks.

PROWESS Exile takes a sizeable risk to survive or prevail. **↗DC** Exile performs their feat wihtout faltering.

KNOWLEDGE Exile lingers where it's not their place. **↘DC** They miss their chance or are exposed to danger. **—DC** They make a discovery, but it's worded as an ominous portent. **↗DC** They may ask a follow-up question.

BLOODSHED Exile stands ready to deliver death. **↘DC** They are wounded or cornered. **—DC** They deal weak (**-1** *hp*), severe (**-2** *hp*), or deadly (**-3** *hp*) damage. **↗DC** They deliver a fatal wound.

RUNNING A DELVE

1. Come up with a premise and a location. *We seek a way to cross the Crimson Sea.*
2. Come up with 1-3 Challenges. *A swarm of ghosts guard the Locked Keep.* Don't give challenges a fixed solution.
3. Ask what's their plan and approach. Involve NPCs. *Who guides you through the treacherous roads of Earthfall Peak?*
4. Offer side objectives as as trade-off for any assistance, or as an incentive to gain something useful later on. *Gizmo would love if you brough him the forbidden tome.*

DIFFICULTY CLASS. *Choose a target number an exile must roll equal to or above.*

7 DARING. You face a challenge; you take a chance.

9 PERILOUS. You step into danger; you are at a disadvantage

11 DEADLY. You are outmatched; you are in over your head.

13 DOOMED. You are insignificant; you might as well die.

SETBACKS. *Deal 1-2 Setbacks when you offer a Bargain or a player Rolls the dice.*

LIGHT SETBACKS New obstacles that haven't yet halted the players' progress.

- ₪ **REVEAL A NEW OBSTACLE.** Something is coming. Is the danger clear or shrouded in mystery? The exiles still have time to react.
- ₪ **HINDER THEM.** Confront the exiles with an obstacle that prevents them from going further. How will they overcome it?
- ₪ **CREATE OR ADVANCE A CRESCENT.** What ruination will come to fruition if it's filled?
- ₪ **EXHAUST AN ITEM.** Take an exile's item and mark it as broken or lost. What happens to it? It still count to their item load.

HARD SETBACKS Escalating consequences that demand immediate attention.

- ₪ **HERALD DOOM.** The situation turns daunting or inescapable. How do things get worse? What is revealed or subverted?
- ₪ **CRUSH THEM.** An obstacle strikes the exiles mercilessly. Will they strike back or seekescape?
- ₪ **HAND OUT A CONDITION.** A Target of Attention – Bewitched – Burdened – Terrified – Caught in a Lie – Verging on Death
- ₪ **BLEED THEIR HP.** An exile suffers **1**, **2**, **3** or **1D4** damage. Ask "How do you hurt?"

UNDERDWELLER NAMES Korek – Clayrun – Munni – Vanis – Syl – Kron – Lowr – Grongir – Simeon – Charon – Wyl – Goha – Forln – Arache – Zaleb – Yrsa – Finn – Jaun – Grot – Bob – Malachia – Draco – Friend – Sin

HUMAN NAMES Aaron – Jonah – Cecile – Felix – Merrick – Lyvia – Pipp – Breen – Brooke – Steffane – Sylvia – Kross – Rio – Dora – Liana

UNDERDWELLER VIBES Rat – Skeleton – Blemmye – Beast-man – Centaur – Wyvern – Gargoyle – Legged fish – Banshee – Baby

PERSONALITIES Impostor – Coward – Forgetful – Desperate – Fair – Jealous – Clumsy – Perfectionist – Irresistible – Delusional – Ruthless – Insufferable – Terrifying – Blood-thirsty – Insatiable – Friendly – Undying

THE MOON. (2/2) *Running the game*

SOLAR MOVES. *Max 3 per Delve phase*

When there's a lull during play and everyone looks at you, make a Solar move to propel the tale forward. Some Solar moves may organically lead you to also start a Crescent.

- ₪ **FORCE A TOUGH CHOICE.** *To triumph means to sacrifice a friend.* Make the exiles choose between two equally-flawed outcomes and urge them to take quick action.
- ₪ **KEEP THEM ON THEIR TOES.** *The dungeon keeper picks up your scent.* Trap the exiles in a situation they can't go back on. Highlight new precautions or approaches the situation demands.
- ₪ **TWIST THE TALE.** *You were doing exactly what they wanted.* The story takes an unexpected or shocking turn. Subvert the expectations or knowledge the exiles assumed as truth.
- ₪ **BRING BACK AN OLD PROBLEM.** *Ambrosia comes back, this time with an army.* Make a callback to a previous obstacle in the Delve or the campaign at large. Showcase how the problem has become worse or more dangerous since last time.
- ₪ **EARN THEM A NEW RIVAL**. *You burn the building to the ground and, in doing so, erase centuries of history.* The exiles' actions have unexpected consequences and some Underdwellers will remember their shortcomings.

ECLIPSE MOVES. *Max 2 per Camp phase*

Make Eclipse moves to stir trouble in the exiles' camp.

- ₪ **CREATE TENSION.** Turn the exiles against one another. *Their camp is besieged, their possessions get stolen, an enemy attacks.* Choose 1 player and ask 1 question:
  - How do you let the others down?
  - Who do you start arguing with?
  - How were you selfish?
- ₪ **CALL FOR A FLASHBACK.** Invite an exile to explore their backstory and reveal a new angle of the truth. *The world shifts around them, they have a weird dream, they daydream over the camp's dancing fire.* Set a scene based on their past and ask 1 question:
  - What did you come here to do?
  - What did this person mean to you?
  - What do you wish you could change?
- ₪ **INTRODUCE AN UNDERDWELLER.** *A wraith seeks a deal, a human asks for help.* Describe how an Underdweller approaches or corners the exiles and pick 2 options:
  - They threaten the exiles.
  - They ask something of the exiles.
  - Ask "Who has a history with this NPC?"
- ₪ **OFFER A DARK BOON.** *A glimmering spell, a powerful artifact, the perfect opportunity.* Reveal how an exile comes upon something they can't say no to and ask 1:
  - Are you willing to do what this boon demands of you?
  - Accepting this boon will earn you an enemy. Who?
  - Accepting this boon endangers the life of another exile. Which?

NPC STATBLOCK REFERENCE

HP NPCs suffer weak (**-1** *hp*), severe (**-2** *hp*), or fatal (**-3** *hp*) damage based on the circumstances. If an NPC reaches **0** *hp*, they're at the exiles' mercy.

DMG NPCs deal damage equal to their DMG rating. Exiles can lower DMG with an item or other relevant fictional factor.

AT Use up an NPC's AT to make a Move against the exiles, even when they haven't failed a roll. If an NPC is out of AT, you may bleed out their *hp* instead.

DC An exile must beat an NPC's DC to succeed on a *Bloodshed* roll against them. The DC against other actions (like negotiating) is left to your discretion.

NOTES.

SESSION MOVES

DELVE When you put your lives on the line to blaze a path forward, answer the following as a group: *What will we gain from this? What is our way in?* Everyone at the table should agree on the answer. Once you're ready, The Moon describes the Delve's first obstacle and asks "*What do you do?*"

₪ **SIDE OBJECTIVES.** The Moon may offer additional goals at the start of a Delve. If accepted, the exiles agree to more danger in exchange for a reward.

₪ **HIDE.** While on a Delve, find temporary shelter to craft a plan, recruit an ally, or wait for an opportunity. Take **1** Camp action each.

CAMP After a Delve, find a place to rest before going any further. Take **2** Camp actions each. The Moon makes up to **2** Eclipse moves. You can always "Weep" for free.

END THE SESSION As your session winds down, go around the table and...

- Describe a moment you really enjoyed from the game, compliment the player that made it possible, and shed **1** Tear.
- Did any players Bolster you or otherwise earned your trust? Award **1** Faith token to each. Then, shed **1** Tear if you activated your Prophecy card.
- Dare 1-2 players to push their exiles into making a hard choice. If someone Dares you and you fulfill the challenge next session, earn **1** Redemption.
- Write down 1 wish each (The Moon included) for something you'd like to see next session.

EXILE

Dark Fantasy Role-Playing

Core Decks

HARK, EXILE. Ahead are all the cards you need to play the game—ready to be cut and shuffled.

PRINTING INSTRUCTIONS

1. Use US Letter or A4 paper. The thicker the paper, the better.

IF YOU'RE USING US LETTER PAPER: Set the printer dialog to "Actual Size", or "Custom Size: 100%".

IF YOU'RE USING A4 (EUROPE): Set the printer dialog to "Fit".

2. Cut out the cards with a ruler and scissors or a utility knife. Alternatively, you may get the cards printed at your local friendly print shop. Happy gaming!

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UPBRINGING

Blacksmith's Apprentice

4 **TRAIT:** BRUTE

6 **TRAIT:** SHAPE

UTILITY

SOMETHING METALLIC
(A.1)

UPBRINGING

Chronicler's Scribe

4 **TRAIT:** LORE

6 **TRAIT:** SECRETS

UTILITY

SOMETHING MARKED
(A.9)

UPBRINGING

Sorcerer's Servant

4 **TRAIT:** COMMAND

6 **TRAIT:** ARCANE

UTILITY

ROTTEN DENTURES
(C.3)

UPBRINGING

Jester's Wimp

4 **TRAIT:** CHARM

6 **TRAIT:** ENTERTAINMENT

UTILITY

SOMETHING LOUD
(A.4)

UPBRINGING

Potter's Confidant

4 **TRAIT:** CRAFT

6 **TRAIT:** SLEIGHT OF HAND

UTILITY

NOSY VASE
(C.14)

UPBRINGING

Apothecary's Finding

4 **TRAIT:** PRECISION

6 **TRAIT:** ALCHEMY

UTILITY

SOMETHING STICKY
(A.7)

UPBRINGING

Concealed Wildwalker

4 **TRAIT:** STEALTH

6 **TRAIT:** TRACK

UTILITY

WHYCHWOOD MASK
(C.15)

UPBRINGING

Flamekeeper Initiate

4 **TRAIT:** NIMBLE

6 **TRAIT:** FIRE

UTILITY

SOMETHING STURDY
(A.10)

UPBRINGING

Oracular Florist

4 TRAIT: INTUITION

6 TRAIT: GRACE

UTILITY

BLOSSOM BASKET
(C.9)

UPBRINGING

Nightwatch Recruit

4 TRAIT: DARKNESS

6 TRAIT: BEASTS

UTILITY

SOMETHING ALIGHT
(A.3)

UPBRINGING

Miserable Squire

4 TRAIT: FOOTWORK

6 TRAIT: SWORDPLAY

UTILITY

ENGRAVED CHESTGUARD
(B.3)

UPBRINGING

Lowlife Scoundrel

4 TRAIT: DEALMAKING

6 TRAIT: FORGERY

UTILITY

HAND OF STRINGS
(C.13)

UPBRINGING

Bound Cryptkeeper

4 TRAIT: SILENCE

6 TRAIT: DEATH

UTILITY

HOMELY BONES
(C.18)

UPBRINGING

Codex Warden

4 TRAIT: PERUSAL

6 TRAIT: WORDS

UTILITY

SOMETHING MARKED
(A.7)

UPBRINGING

Sewer Pariah

4 TRAIT: GRIT

6 TRAIT: FILTH

UTILITY

SOMETHING ALIVE
(A.6)

UPBRINGING

Merchant's Heir

4 TRAIT: LITERACY

6 TRAIT: NUMBERS

UTILITY

SOMETHING COSTLY
(A.8)

CHARACTER CREATION. 3/6

UPBRINGING

Wraith's Disciple

4 TRAIT: STERN

6 TRAIT: ASASSINATION

UTILITY

EMPTY SKIN
(C.20)

UPBRINGING

Errant Acrobat

4 TRAIT: REACT

6 TRAIT: BALANCE

UTILITY

SET OF KNIVES
(A.5)

UPBRINGING

Convent's Secret

4 TRAIT: NAÏVE

6 TRAIT: RECALL

UTILITY

UMBRAL HABIT
(C.10)

UPBRINGING

Beast Hunter

4 TRAIT: DISGUISE

6 TRAIT: LURE

UTILITY

SOMETHING ALLURING
(A.5)

CRIME

Theft

I HELPED THOSE DEEMED UNWORTHY.

DETAILS:

8 TRAIT: LIES

CRIME

Heresy

I CHALLENGED THE ORDER

DETAILS:

8 TRAIT: PATTERNS

CRIME

Aberrance

I STOPPED HIDING WHO I AM

DETAILS:

8 TRAIT: SURVIVAL

CRIME

Assault

I STOPPED THEM FROM CAUSING MORE HARM

DETAILS:

8 TRAIT: TRAPS

CRIME

Immorality

I LOVED THOSE I AM FORBIDDEN TO

DETAILS:

8 TRAIT: HEART-SPEAK

CRIME

Perjury

I DISGUISED MYSELF AS A HIGHER CASTE

DETAILS:

8 TRAIT: MASK

CRIME

Witchcraft

I ASKED THE WRONG QUESTIONS

DETAILS:

8 TRAIT: UNDEAD

PROPHECY

Reunion

Long ago you lost your love, friend, or kin to The Below. You shall someday learn what became of them.

ONCE A SESSION, SHED 1 TEAR…

When you take a risk for a loved one.

Once you learn the truth about your loved one, earn 2 Redemption and discard.

CRIME

Libel

I COULDN'T KEEP MY MOUTH SHUT

DETAILS:

8 TRAIT: HONESTY

CRIME

Treason

I REVEALED SECRETS TO THE ENEMY

DETAILS:

8 TRAIT: BETRAYAL

CRIME

Insurgence

I DID WHAT HAD TO BE DONE

DETAILS:

8 TRAIT: EXPLOSIVE

PROPHECY

Renown

You've always dreamed of acclaim for your family, your kin, or yourself. You shall someday bring glory to your name.

ONCE A SESSION, SHED 1 TEAR…

When you make a group of people sing your deeds.

Once you've spread your legacy across all corners of The Below, earn 2 Redemption and discard.

PROPHECY

Vengeance

ong ago a human, Underdweller, or Nightmare brought you disgrace. You shall someday make them pay.

ONCE A SESSION, SHED 1 TEAR…

When you settle the score with someone from your past.

Once you carry out your vengenace to its bitter end, earn 2 Redemption and discard.

PROPHECY

Power

ou were always the little one: defenseless, pushed over, and overlooked. You shall someday wield the power that's yours to claim.

ONCE A SESSION, SHED 1 TEAR…

When you grow stronger stronger through sorcery, study, or acolytes.

Once you've wielded great power to a terrible end, earn 2 Redemption and discard.

PROPHECY

Fortune

ou always heard of the riches hiding below the human realm. You shall loot them someday in the hope of bringing them back home.

ONCE A SESSION, SHED 1 TEAR…

When you make a profitable trade or uncover a lead for big treasure.

Once you come into riveting wealth, earn 2 Redemption and discard.

PROPHECY

Prosperity

ou always dreamed of creating a better world. If the upper plane is doomed, peace may as well lie below.

ONCE A SESSION, SHED 1 TEAR…

When you struggle to help a community or place.

Once you've deeply changed The Below for the better, earn 2 Redemption and discard.

PROPHECY

Recollection

here's an event from your past that's clouded in oblivion. You shall someday dissipate the mist in your memory.

ONCE A SESSION, SHED 1 TEAR…

When you remember an important detail from your memory.

Once you realize how all your memories tie together, earn 2 Redemption and discard.

PROPHECY

Belonging

ou never fit in the upper world. You shall realize someday that The Below is your one true home.

ONCE A SESSION, SHED 1 TEAR…

When you get closer to resembling an Underdweller.

Once you resolve to remain in The Below, earn 2 Redemption and discard.

PROPHECY

Connection

ou always felt like no one above could understand you. You shall someday make a friend you're not willing to leave behind.

ONCE A SESSION, SHED 1 TEAR…

When you acquaint yourself with an Underdweller.

Once you bring your fellow soul to The Journey's End, earn 2 Redemption and discard.

PROPHECY

Resolve

ou're not even sure why you keep on going. You shall find out why someday.

ONCE A SESSION, SHED 1 TEAR…

When you scourge your heart's depths and find the courage to fight on.

Once you realize what has drive you all along, earn 2 Redemption and discard.

UNDOING

Wrath

You never hold back–when rage strikes, you let it all out. Is that how you learned to survive? Or do you take out on others what was once beat into you?

GAIN INSPIRATION & SHED 1 TEAR…

When you release the pain within you. Choose a fellow exile to bear the worst of it: how do they get hurt?

AFTER YOU TRIGGER THIS 5 TIMES…

How do you bear your wrath now?
Earn 2 Redemption and discard.

UNDOING

Traitor

You've let down your kin and are underserving of their love. Is it because you were never enough? Or because you did what they dared not?

GAIN INSPIRATION & SHED 1 TEAR…

When you turn your back on your fellow exiles. How do you live up to the ideals of your kin?

AFTER YOU TRIGGER THIS 5 TIMES…

What separates you from them?
Earn 2 Redemption and discard.

UNDOING

Duty

Your life is worth nothing compared to those of the ones you must protect. Is it because it is their divine right to rule? Or because it is your life's purpose to serve?

GAIN INSPIRATION & SHED 1 TEAR…

When you recklessly endanger yourself to protect someone else. How do they feel betrayed?

AFTER YOU TRIGGER THIS 5 TIMES…

Do you see value in yourself?
Earn 2 Redemption and discard.

UNDOING

Empty

Your emotions weaken you and hold you back. You must keep them silent if you are to survive.

GAIN INSPIRATION & SHED 1 TEAR…

When you ignore a call for help or support. How do you become paralyzed or unresponsive?

AFTER YOU TRIGGER THIS 5 TIMES…

How do you bring yourself back?
Earn 2 Redemption and discard.

UNDOING

Weak

All your life you've been deemed useless and meek. What quality do you lack according to those who see you as unfit?

GAIN INSPIRATION & SHED 1 TEAR…

When you give in to the Gloom's lures. How does your newfound power endanger the others?

AFTER YOU TRIGGER THIS 5 TIMES…

Can you survive without the Gloom?
Earn 2 Redemption and discard.

UNDOING

Scars

You bear scars that can never be healed. Why must nobody ever see them?

GAIN INSPIRATION & SHED 1 TEAR…

When you let a fellow exile see you for who you are. How do they become scared or distrustful of you?

AFTER YOU TRIGGER THIS 5 TIMES…

Do you still hide?
Earn 2 Redemption and discard.

ITEM

Something Metallic

A hammer, a knife, a spike.

UTILITY A.1

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Long

A pole, tongs, a rope.

UTILITY A.2

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Alight

A candle, a torch, a firecracker.

UTILITY A.3

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Loud

An instrument, a horn, a bell.

UTILITY A.4

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Alluring

A meal, a scent, a shiny stone.

UTILITY A.5

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Alive

A murder of crows, loyal cubs, a big rat.

UTILITY A.6

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Sticky

Herbs, a flask of oil, a vial of poison.

UTILITY A.7

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Costly

A seal, quill and paper, fancy clothes.

UTILITY A.8

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Marked

A banner, a tome, a chart.

UTILITY A.9

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Sturdy

A metal bar, leather gloves, a helmet.

UTILITY A.10

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Duelling Rapier

Quick to draw, quick to break.

WEAPON B.1

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Unlucky Bow

Quiet to shoot, flimsy to hold.

WEAPON B.2

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Engraved Chestguard

Clunky and noisy.

WEAPON B.3

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Rusted Spear

Pierces from afar, if your target is still there.

WEAPON B.4

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Battle-Worn Claymore

Hard to wield, daunting to master.

WEAPON B.5

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Set of Knives

Easy to throw, easy to lose.

WEAPON B.6

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Rusted Axe

Efficient chopping, gets stuck.

WEAPON B.7

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Bent Shield

Reliably protective, assuredly cumbersome.

WEAPON B.8

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Crooked Blade

Extremely sharp, slightly innacurate.

WEAPON B.9

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Holy Morningstar

Unforgiving and hungry for repeantance.

WEAPON B.10

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Bag of Stardust

Cast small magicks–nightmares find you delicious.

TRINKET C.1

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Wicked Vinegar

Eat through anything–including your skin.

TRINKET C.2

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Rotten Dentures

Shouts out directions and ideas. Does not shut up.

TRINKET C.3

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Caged Shade

Absorbs rage–release it to use again.

TRINKET C.4

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Dragonborne Tears

Forces the truth when ingested…or a beam of jade flame.

TRINKET C.5

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Deathwish Broom

Fly anywhere–you risk death.

TRINKET C.6

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Glass Shield

Deflect anything but steel. Breaks easily.

TRINKET C.7

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Hay Bale

Always catches you when you fall–follows you around until you die.

TRINKET C.8

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Blossom Basket

Draw the perfect herb of flower–you disperse a trace of magic.

TRINKET C.9

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Umbral Habit

Dissolve yourself into shade. Sometimes, things follow you back from the shadows.

TRINKET C.10

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Greystone Chisel

Carve others' features onto your face–you slowly turn into them.

TRINKET C.11

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Shifting Salt

Change an object's state of matter–sometimes it's permanent.

TRINKET C.12

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Hand of Strings

Detach your grasp into a ghostly shape–you feel any harm done to the Hand of Strings.

TRINKET C.13

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Nosy Vase

Whisper a secret as trade–hear back gossip in return.

TRINKET C.14

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Whychwood Mask

Don a beastly boon–as well as a cumbersome trait.

TRINKET C.15

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Blood Vial

Wield colossal strength–you can't stop shouting your thoughts.

TRINKET C.16

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Friend String

Summon an ally to your side–as well as someone you don't like.

TRINKET C.17

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Homely Bones

Return to a marked place. You cannot travel there ever again.

TRINKET C.18

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Ogre Fat

Glue two objects together–the stench rots everything around you.

TRINKET C.19

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Empty Skin

Bind a spirit to dwell within–it usually does your bidding.

TRINKET C.20

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something New

Create a Utility or Weapon

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something New

Create a Utility or Weapon

You can hold up to 3 Item cards.
Block 1 TRAIT each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

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You can hold up to 3 Item cards.
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EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

Something Strange

Lord help us. Create a Trinket.

You can hold up to **3** Item cards.
Block **1 TRAIT** each to carry more.

EXHAUST AN ITEM FOR +2 ON A ROLL

ITEM

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EXHAUST AN ITEM FOR +2 ON A ROLL

CONDITIONS

CONDITION

A Target of Attention

A Nightmare, beast, or admirer just won't leave you alone. If given the choice, they'll always pursue you at any cost.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Free yourself from the pursuer. Then, shed **1** Tear and discard.

CONDITION

Bewitched

You are under some kind of curse: your hands and feet swap, you move against your will, your mouth pops out of your skin.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Break free from the curse. Then, shed **1** Tear and discard.

CONDITION

Terrified

You glimpse horrors beyond your comprehension, your worst fears play out before your eyes, a big monster is about to eat you.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Escape the source of your fear. Then, shed **1** Tear and discard.

CONDITION

Burdened

You juggle way too many items, expectations, wounds, or responsibilities.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Let go of some of the weight. Then, shed **1** Tear and discard.

CONDITION

Caught in a Lie

You're spinning a tale, passing for someone you're not, or otherwise fooling an Underdweller.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Get caught, or cement the lie as truth. Then, shed **1** Tear and discard.

CONDITION

Verging on Death

You're bleeding out, succumbing to poison, stabbed in the chest, or otherwise critically wounded. Replenishing hp alone won't cut it.

When you act while holding this, **FLIP A COIN**: On heads, bleed **1** hp to act.

₪ TO CLEAR…

Find appropriate help and rest. Then, shed **1** Tear and discard.